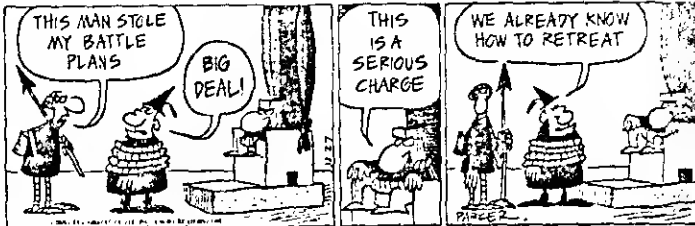
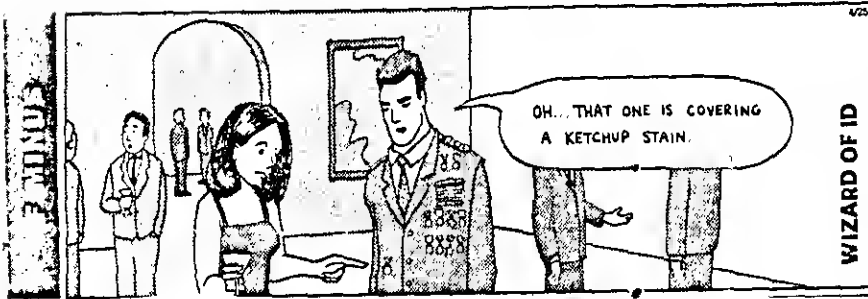


GRAUSTARK

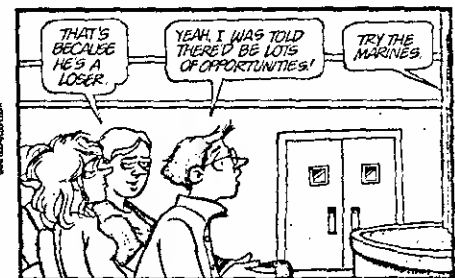
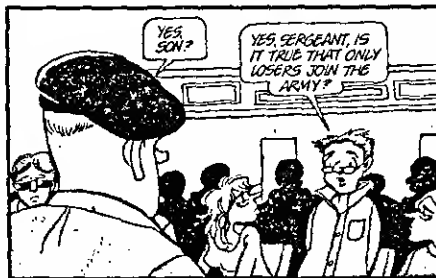
The first 'zine for the postal play of Diplomacy, a game of negotiation and conflict designed by Allan B. Calhamer and published by Hasbro

Forty-third anniversary issue

#775 2002D, "Spring 1911"; 2004C, "Winter 1906"; 2006A, "Spring 1901" 6 May 2006



SEARCH AND DESTROY By Ted Rall



Collage cover commemorating the achievements of the armed forces, American and foreign, historical and contemporary, actual and fictional

LAND RUSH IN BALKANS

Tom Howell has assigned the Boardman Number 2006A to this game. Players should henceforth use it in correspondence with one another and with the gamesmaster.

Apparently I am able to open one new game every two years. The last two games to be begun in Graustark were 2002A and 2004C. (2002D is an orphaned game, now being played entirely by replacement players.) It seems that interest in the postal game has declined to the point where it took more than two months for the first new game of 2006 to begin.

ENGLAND (Wiedemeyer): F Edi-Nth; A Liv-Wal; F Lon-Eng.

FRANCE (Schmit): F Bre-Mid; A Par-Bur; A Mar-Spa.

GERMANY (Jordan): F Kie-Den; A Ber-Kie; A Mun-Ruh. .

ITALY (Burgess): A Ven-Tyr; A Rom-Apu; F Nap-Ion.

AUSTRIA-HUNGARY (Williams): A Vie-Gal; A Bud-Ser; F Tri-Alb.

RUSSIA (Biehl): F St.P(s.c.)-Bot; F Sev-Rum; A Mos-Ukr; A War-Gal.

TURKEY (Quirk): A Con-Bul; F Ank-Con; A Smy holds.

Underlined moves are not possible. The deadline for "Fall 1901" moves is NOON, FRIDAY 2 JUNE 2006.

ROMA TEMPORARIA (United Rabble Rousing Press, 1 April 1901): Emperor Repelsus III of the Temporary Roman Empire today denounced the "alien barbarian invaders" who have had the effrontery not only to set up their own kingdoms on territory which rightfully belongs to the Roman Empire, but also to start a war there. "Very soon," he promised, "when the Roman Empire is fully restored, we will punish this insolence in the arena."

PLEASE STAND BY

I am willing to take over games that have been abandoned by their gamesmasters. So if you are a postal gamesmaster who is no longer able to publish, or if you are a player in a postal game of regular Diplomacy that has gone for two or three months without a move being published, please get in touch with me and with the Orphan Games Director, Michael Lowrey. (See p. 11 for his address.) If the game is to continue in Graustark, I would need the addresses of all active players, the current position, and a list of who owns which supply centers. If subscription money can be passed along to me, fine. Otherwise I will ask players to join a new game in Graustark, or to subscribe to Graustark if they do not already do so. Players who resign or drop out can be replaced by Graustark stand-by players.

It is best if this is done quickly, should it be necessary. If a game is abandoned for too long, some players may lose interest, and may not continue to play when it resumes under another gamesmaster.

Stand-by players are always needed for postal Diplomacy games in Graustark. If you volunteer as a stand-by, you may be called upon whenever a current player misses a move. If you send in moves for that country for the next turn, and the present player does not, you will take over play of that position. No game fee will be asked, though you should keep your subscription current, or enroll in a new Graustark game. No stand-by will be called upon in a game in which he or she has already played.

Stand-by volunteers who are willing to take on additional games of postal Diplomacy are listed below. A stand-by player who is already playing in a Graustark game is indicated by "*". If you wish your name added to or removed from this list, please let me know. These data are accurate to the date of 5 May 2006.

Hank Alme	Michael Neal*	Fred Wiedemeyer*
John R. Biehl	Michael Quirk*	
Harley Jordan	Eric Verheiden*	

DUNGEONS & CHRISTIANS - CLXXXVIII

In the United States, the legal problems for Dungeons & Dragons (D&D) and other role-playing games (RPGs) usually deal with claims that they promote murder, suicide, demon worship, or other anti-social activities. Mind you, none of these claims have ever been supported by a court decision, and lately Christians have gone on to attack other allegedly pernicious activities of greater notoriety such as *The Da Vinci Code*, the teaching of evolution, and attempts to end the persecution of Muslims, homosexuals, Neo-Pagans ("Witches"), and Atheists. Besides, if they try to generate opposition to RPGs, they must first attempt to explain what they are, and this might instead get people interested in them.

But in Germany matters are somewhat different, according to a long article in the May 2005 CAR-PGA Newsletter by Carsten Obst. This article, entitled "The Enforced Canceling of the German Fan-RPG 'Raumpatrouille': A Study about the Legal Problems of Fan-Activities, Merchandising, and Copyrights". As a game, Raumpatrouille ("Space Patrol") is a creation familiar to many American fans of *Lord of the Rings*, *Star Trek*, *Star Wars*, and the Harry Potter series. They enjoy these books, films, and television shows so much that they create continuations and spin-offs of their own, which could run into copyright problems with the originals.

For example, the late folk-singer Fred Kuhn created a *Star Wars* parody variously called "Star Whores" or "Making Wookies", to the tune of "Making Whoopie". The copyright holders of "Making Whoopie" and *Star Wars* made legal noises at him, forcing the withdrawal of a hilarious parody. But one of the associates of Gene Roddenberry, creator of *Star Trek*, once complained to him about the way in which science fiction fans were creating their own stories, fanzines, and websites about *Star Trek*. Roddenberry wisely told him not to worry about it, since such activities only added to the interest in, and popularity of, *Star Trek*.

Some of these activities got a bit extreme. A few *Star Trek* fans began creating stories about sexual activity aboard the *Enterprise*, often between Kirk and Spock. These came to be called "K/S fiction" or, from the "/" symbol, "slash fiction". (Might I suggest calling it "K/Y fiction?") Most of these authors were women, which led Roberta Rogow to sagely observe that the characters in this fan fiction were actually "lesbians with male bodies". No legal structures were ever attempted against "K/S fiction", probably because they would merely call attention to its existence.

"Slash fiction" extended into other television shows. I am informed by Don Del Grande, sometime publisher of the gaming 'zine *Lemon Curry*, that "slash fiction" exists about the animated show *As Told by Ginger*, involving the "tween-age" Ginger and her friend Darren. I have no doubt that other examples also exist.

But in Germany, as Obst observes, fan-RPGs are now in some legal trouble. (There does not seem to be any slash fiction there. Yet.) However, "the holder of the corresponding copyrights may have the right to demand fees from the authors and publishers, to intervene in writing, or even to forbid a fan-RPG."

And apparently the fan-RPG Raumpatrouille is considered as infringing on the copyright of a popular television show *Raumpatrouille: Die phantastischen Abenteuer des Raumschiffs Orion* ("Space Patrol: The Fantastic Adventures of the Spaceship Orion"). Yet "it is the enthusiastic fandom, which kept and keeps the Raumpatrouille alive with lots of activities and many conventions". But Bavaria, the firm which publishes the TV program, does not seem to realize how important its fan base is, and is threatening legal action against publication of the fan-RPG.

*

"Dungeons & Christians" has been running in my gaming 'zines since 1984, when it began by reporting John Sapienza's demolition of Pat Pulling's campaign against D&D. It has since chronicled the continuing campaign by Christian fanatics to ban D&D, other RPGs, live-action RPGs (LARPs), and collectible card games including *Magic: The Gathering*, *Vampire: The Masquerade*, *Werewolf: The Apocalypse*, and others.

Important sources of informa-



tion about game-bashers are the Game Manufacturers Association (GAMA) and the Committee for the Advancement of Role-Playing Games (CAR-PGa), "an international network of researchers into all aspects of role-playing games". This column relies heavily on reports from both of these organizations. CAR-PGa Newsletter is published monthly by Paul Cardwell Jr., 1127 Cedar, Bonham, TX 75418 at \$12.00 a year for domestic, and \$13.50 a year for foreign, addresses. It keeps us posted on attacks on D&D and other RPGs, and provides us with arguments and strategies to be used against attempts to censor or ban games. It also lists upcoming gaming conventions. And, when space and time permit, I am going to cite its reports of the latest such attacks, and hopefully the crushing rebuttals made to them.

By the way, any time I cite a website in this column, or elsewhere in *Graustark*, I am inviting readers who are on the Internet, as I am not, to investigate it and let me know what is going on there. And CAR-PGa has its own web page: <www.theescapist.com/carpga.htm>. There is also a CAR-PGa page at <members.aol.com/waltonwj/carpga.htm>. And CAR-PGa has an e-mail discussion group at <egroups.com/group/car-pga>, to which there is a link on <theescapist.com/car-pga>.

*

Americans are still trying to figure out just what the current war with Afghanistan and Iraq is about. The usual claim is that it is an attempt to control oil production in the Muddle East. Others claim, more generally, that it is an attempt to establish American hegemony over a part of the world that has vigorously rejected it. But are we willing to consider the possibility that it is actually a religious war?

We could see it coming as early as the Gulf War, more properly described as "Bush War I". In 1992, a year after his victory, Bush the Father claimed that "The teachings of Jesus Christ are the moral force behind the Gulf War." Bush the Son reiterated this theme in 2003, when he called his private and personal war against Iraq a "Crusade". It should never be forgotten that the original Crusades were a long series of religious wars, compounded out of fanaticism and greed, characterized by horrendous slaughter, and ultimately a huge failure.

The support given to Bush War II asserts its essentially religious character. America's Roman Catholic bishops supported it with only four dissenting votes. "Evangelical" Christians, traditionally bitter enemies of Catholics, have joined with them in this support. In the *New York Times* of 20 January 2006, Charles Marsh listed numerous evidences of support for war by Evangelicals, 87% of whom support the war against Iraq.

SUTTON IMPACT By Ward Sutton



Jerry Falwell, (who to mix metaphors badly is the Protestant Pope of America) has said that "God is pro-war". The Rev. Charles Stanley, pastor of the First Baptist Church of Atlanta, said that "We should offer to serve the war effort in any way possible. God battles with people who oppose him, who fight against him and his followers." (Note the assumption that whatever may have once been said about ancient Israel, today it is the United States of America who is God's favored people.) A Baptist missionary has asserted that "American foreign policy and military might have opened an opportunity in the land of Abraham, Isaac, and Jacob." *National Review* columnist Anne Coulter has also demanded that American troops should kill the leaders, and convert the populations, of Muslim nations. Some preachers interpret 2 Kings" to link Saddam Hussein with wicked King

(continued on p. 8)

PATRIOTISM - XLIX

PATRIOTISM is the principal cause of war.

PATRIOTISM is the unprincipled cause of war.

PATRIOTISM is desperately trying to figure out how Al Qaeda managed to get six retired American generals to call for the resignation of the Secretary of "Defense" and the withdrawal of American troops from Iraq.

PATRIOTISM is the hope that none of these generals know who Colonel Klaus Count Schenck von Stauffenberg was.

PATRIOTISM is paying \$3.50 a gallon for gasoline, as a direct and predictable result of the American invasion, conquest, and annexation of what was once the world's second greatest petroleum exporter.

PATRIOTISM is denying a visa to Lewis Alsamari, an Iraqi actor who was good enough for a role in the film *United 93*, but is apparently not good enough to enter the U. S. A. (*New York Times*, 22 April 2006)

PATRIOTISM is the CIA reaction to the lack of evidence for weapons of mass destruction (WMDs) in Iraq by saying that the planned American invasion "isn't about intel any more. This is about regime change." (*New York Times*, 22 April 2006)

PATRIOTISM is the 1987 statement by Bush the Father, then Vice President, that Atheists should not be considered patriots, or even citizens.

PATRIOTISM is the Sensenbrenner Bill now in Congress, and already passed by the House of Representatives, that the twelve million or so immigrants without proper documentation must be rounded up as felons - by whom, we are not told.

PATRIOTISM is the attempt to deport Amadou Ly, a prize-winning high school science student in East Harlem whose mother abandoned him in America when he was 14, and who would be considered a felon under the Sensenbrenner Bill.

PATRIOTISM is the response of U. S. Marines in Haditha, Iraq, to the death of one of their number by a roadside bomb. They stormed the nearest houses and killed fifteen women, children, and old men. (*amNY*, 21 March 2006) The death toll was not nearly as great as that in Mylai, Vietnam, but Hey! it's the thought that counts.

PATRIOTISM is the claim of the U. S. Army that these victims were all killed by the roadside bomb. (*Ibid.*)

PATRIOTISM is arresting a woman at an airport for "assault" because, when a security guard squeezed her breasts, she squeezed his back. (with thanks to Mark Blackman for this item)

PATRIOTISM is the assertion that Zacharias Moussaoui should not have been put on trial, since he is not a criminal but an "enemy". As such, he allegedly should simply have been imprisoned indefinitely without a trial.

PATRIOTISM is the approval, by "a special secret court for domestic surveillance" of 2,072 "domestic electronic surveillance and physical searches" in 2005, an increase over the 1,754 in 2004. (*Newsday*, 2 May 2006)

PATRIOTISM is the additional issuance in 2005 of 9,254 FBI "national security letters", which do not require court approval, "to demand bank, credit card, Internet and other business records". (*Ibid.*)

PATRIOTISM is ignoring Constitutional provisions which make this illegal.

PATRIOTISM is the American overthrow of fourteen foreign governments from the 1893 coup in Hawaii to the 2003 conquest of Iraq, "installing corrupt brutes who turn out to cause more problems for foreign policy than the ousted leaders". (Richard K. Betts, review of Stephen Kinser's *Overthrow: America's Century of Regime Change from Hawaii to Iraq*, *New York Times*, 2 May 2006)

PATRIOTISM is the director of the FBI telling Congress that the FBI has not been surveilling Quakers or the anti-war group Raging Grannies. (*New York Times*, 3 May 2006) This is a lie.

PATRIOTISM is the US Air Force's attempt to develop a ray-gun to fight space wars, at a New Mexico research base called "Starfire". (*New York Times*, 3 May 2006) No, this is not bad 1930s science fiction; it's really happening. (Should Emperor Ming of Mongo be worried?)

PATRIOTISM is the belief that, after American troops have been extracted or expelled from the Muddle East, the word "patriotism" will still have positive connotations.

PATRIOTISM is the principal cause of war.

THE MINISTRY OF MISCELLANY

Today's Terrorism Alert Color Code is the pale white of utter panic, as displayed in the Pentagon following calls by several generals for the resignation of the Secretary of what is laughably called "Defense".

*

Graustark is the Very First bulletin for the postal play of Diplomacy. It is published every fourth Saturday by John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302. Diplomacy is a board game of negotiation and conflict for the period of World War I. It was designed by Allan B. Calhamer and is now published by Hasbro. Another new postal Diplomacy game is now being organized in Graustark, at a game fee of \$35. (For Canadian and Mexican addresses the game fee is \$50, and for other foreign addresses it is \$100, or 85 euros in cash.) This game fee includes a subscription to Graustark for as long as the game lasts, whether or not you are eliminated. With your game fee send in a list of the countries you'd like to play, in your order of preference, and I'll try to put you as close to the top of that list as I can. If you do not already have the postal rules for Diplomacy, which were last published in Graustark #749, let me know when you send in your game fee, and I'll send you a copy.

This is
O At
P Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves

Graustark subscriptions for non-players are 10 issues for \$15 for U. S. addresses, and \$40 or 35 euros for others. Back issues as available are 10 issues for \$5 for U. S. addresses. To foreign addresses, back issues have the same price as for foreign subscriptions.

Players who phone in their moves should call me at 718-693-1579. (The other phone number, which I have printed in previous issues, is no longer valid.) My answering machine has been fixed, so moves can once more be left on it if no one is home.

I want to again remind players that the U. S. Postal "Service" is not capable of reliably getting mail here in less than a week. Please take this into account in sending in your moves. If, a few times, your moves have arrived here by mail in less than a week, do not assume that this will always be the case.

*

Graustark readers who are interested in postal games which don't run here, are invited to write to the publishers of 'zines with which I trade, and ask what game openings they have. For their addresses, see all the readers indicated by "(T)" for "trade" in the Graustark Directory on pp. 8-9. Several of these publishers run a wide variety of postal games.

*

It is with deep personal regret that I have to report the death of Brian Burley, a friend of more than forty years standing from science-fiction fandom and gaming. Brian died on 26 April as a result of a faulty gas line.

Condolences may be sent to Maggie Montgomery, whose address appears on p. 11, and to Judy Harrow, 23 Reynolds Place, Harrison, NJ 07029.

*

In Graustark #762 I reprinted a set of alleged data that I encountered in Jim Burgess's postal Diplomacy 'zine *The Abyssinian Prince* #286. Jim cited a book and two periodicals as his source for these data, which purported to claim that the average IQs of people in the states which supported John Kerry were considerably higher than the average IQs of people in the states which supported George W. Bush. However, I have recently discovered that this material actually comes from the Internet. Had I known this, I would have suspected that it was a forgery. It has been my experience that, without more reliable corroboration, *nothing* that appears on the Internet can be trusted. This is why I am not, and do not plan to be, connected up with anything so unreliable.

I discovered the facts about this hoax in Alex Boese's *Hippo Eats Dwarf: A Field Guide to Hoaxes and Other B. S.* (2006, Harcourt, Orlando; \$14 tpb). (I can also strongly recommend this author's *The Museum of Hoaxes: A History of Outrageous Pranks and Deceptions* (2002, Plume, NY; \$12 tpb).) This claim originally was attached to the 2000 presidential election, and first appeared on a Mensa Internet group in 2002, from a person using the pseudonym "Robert Calvert". Obviously it was updated to the 2004 elec-

tion.

But while this claim was not factually true, it was as Aristotle put it "poetically true". Both of the presidential campaigns of Bush the Son appealed to emotions rather than to reason. And, as conservatives frequently inform us, the two groups most hostile to their program are university faculties and journalists - groups that are better educated, better informed, and more intelligent than the general population.

*

No sooner has the U. S. Postal "Service" given us one set of postal rate increases, than it has set us up for another. It is now rumored that next year the rate for a one-ounce letter will go up to 42c.

Furthermore, the USP"S" is allegedly going to try what several European countries have already done - sell stamps that will be good for whatever the one-ounce rate may be at the moment of use. No matter what you paid for the stamp, it will still be good after any future rate increases. This will encourage people to buy enormous numbers of the one-ounce stamp now, so that money will be saved on any future rate increases. Such a strategy will also give the USP"S" a big one-time cash flow. This will supposedly offset the losses they have suffered from people who abandon their increasingly expensive rates for e-mail.

There is, however, one problem with this plan - not for the USP"S", of course, but for ordinary postal patrons. The Universal Postal Union requires that all stamps for use in the international mails must be denominated in Arabic numerals. So a stamp which is merely labeled "First Class Mail", without any numerals, can be used only on domestic mail.

*

Flitting around the edges of our national dialog are a number of claims that the terrorist attacks of 11 September 2001 were arranged from within the U. S. government, in an effort to get public opinion mad at some Muslim nation, or at Muslims generally, and thus making it easier to generate a consensus for war, religious persecution, the suppression of domestic dissent, or all three. I can without hesitation denounce such suggestions as the work of a pathological handful of conspiracy geeks. This certainty comes from the fact that for about seventy years this same sort of conspiracy geeks were trying to get us excited about a Sinister Monolithic International Communistic Conspiracy (SMICC). These efforts were suspended only during World War II, when the U. S. government made the surprisingly sensible decision that anti-Communism was a worse menace than Communism.

The SMICC was described to us in horrendous tones. It was supposed to include apparently harmless people in our neighborhoods who were secretly pledged to, and working for, the horrendous beliefs that peace is preferable to war, that white and black kids should attend the same schools, and that workers had the right to form unions and bargain for better wages and working conditions. In addition, the SMICC threatened foreign conquest by vast Communistic armies with nuclear weapons, against which an enormously expensive system of world-wide military alliances had to be formed. Numerous documents were forged in order to get us all scared about the plans and objectives of this conspiracy: the Sisson Documents, the Zinoviev Letter, the Penkovskiy Papers, the Sudoplatov "Revelations", and I don't know how many others.

By 1990 this proposition was no longer defensible. What then collapsed was not a Russian menace, but an American delusion. After ridding ourselves of one such implausible conspiracy, we are not about to take on another. The attacks of 11 September 2001 were not the product of a conspiracy of American militarists, or of a vast world-wide Muslim conspiracy to conquer the world, or of an attack by Iraq, Afghanistan, or any other nation with a Muslim majority. They were brought about by a tiny handful of religious fanatics, headed by a rich Sa'udi Arab who has been repudiated by both his family and his nation, and who remains free only because he is worth more to the U. S. government as a bogeyman than as a prisoner. (Or do you imagine that nobody can locate a six-foot-six Arab attached to a dialysis machine, in a country whose language he cannot speak?)

The alleged Muslim conspiracy is obviously a last resort for people who still miss the SMICC. This is why the Rev. Cal Thomas, who was vice president of the Moral Majority when there was one, said that "The Right has been looking for an enemy to replace Communism since 1990. And maybe Islam is it."

So why do people want to believe in these conspiracies? The existence of a world-wide conspiracy of lurking, secret enemies, all plotting to destroy everything you hold dear, obviously flatters your own view of your importance. And if you don't believe in such a conspiracy, you have to take the responsibility for your own mistakes and failings. And who wants to do that?

*

While everyone else is dumping on Representative Patrick Kennedy (D-RI), who crashed his car while trying to drive to an urgent congressional vote that he apparently believed was scheduled for 3 AM, I am willing to cut him a little slack. He only tanked up on some mood-altering substance, variously reported to be alcohol or ambien or both. He did not, like Uncle Jack, get this country into a war that had no relationship to our national interests. He did not say anything as stupid as Uncle Bobby, who went to Saigon in 1962 and proclaimed that "We will stay here until we win!" As Kennedys go, he is practically harmless.

*

I will not be going this year to the Origins 2006 gaming convention in Columbus. I have discovered, two months before it begins, that no space is available in any of five hotels to which I made inquiries. It is apparent that Origins has outgrown the available space in Columbus, and should be moved to some city with more available hotel space.

However, if any Graustark reader did manage to get to Origins 2006, I would appreciate it if he or she could write an account of that convention for publication in Graustark.

*

The last issue of Graustark which I sent to Brad Martin at the address listed on p. 11 has just come back in the mail. Does any reader have a more accurate address for him?

*

Recently a car crashed into the house of a Brooklyn mailman, setting it on fire. The fire department found numerous bags of mail in the house, and upon inquiry it developed that the mailman had been stashing away large amounts of mail there, rather than delivering it. He claimed that his job was too difficult to get *all* the mail delivered, and proceedings are now under weigh to give him a different job, probably manufacturing license plates.

This mailman lived in ZIP code 11210 rather than 11226, but I rather doubt that he is the only employee of the USP"S" who sees his job this way. And some Graustark readers have noted that their moves sometimes seem to get here late or not at all. If you have this problem, phoning your moves in may be a way of dealing with the matter.

*

Some readers may have seen a forged issue of Graustark, numbered "#773a" and, like the genuine Graustark #774, dated April 1, 2006. It should not have been difficult to identify it as a forgery, possibly a renewal of the spate of forgeries from Gary Coughlan and others, that troubled the hobby in the 1980s. For one thing, the forger used type faces which I have never used in Graustark. For another, while I am not the world's best typist, I am not responsible for the numerous misspellings, bad grammar, rambling incoherent prose, and worse syntax which characterize the forgery. If its creator had a point in this act, which I doubt, it would be the expression of a belief that war is good and peace is evil.

This forgery is clearly the work of a mind which needs help, and I strongly recommend that he see about getting it. I know who the forger is, but will not go public with his name unless he does. That would be akin to poking fun at the mentally ill, something to which I am opposed.

DUNGEONS & CHRISTIANS (continued from p. 4)

Nebuchadnezzar of biblical fame". Lt. Gen. Boykin of the Pentagon has called Muslims "idolaters", and believes that the U. S. Army is the "Christian army" of a "Christian nation", waging a "holy war" in the Muddle East. When he ordered the Fallujah Massacre of November 2004, Lt. Col. Gary Brandt told his troops that "The enemy has got a face. He's called Satan. He's in Fallujah. And we're going to destroy him."

It is clearly believed, in the U. S. armed forces and in the government that sends them to war, that the present campaign in the Muddle East is a campaign of Christianity asserting its supremacy over any other religion. If you wonder whether such a policy will be tried in America as well, you will find more details in Michelle Goldberg's new book *Kingdom Coming: The Rise of Christian Nationalism* (2006, Norton). She concentrates on what its advocates call "dominion theology", whose adherents "think they have the right to rule nonbelievers". They believe that this "right" is authorized by Genesis 1:26, which in the King James translation asserts "let them have dominion". These ideas seem to have been first asserted by the late Rousas John Rushdoony in his 1973 book *Institutes of Biblical Law*, a title which is clearly designed after John Calvin's influential *Institutes of the Christian Religion*. Rushdoony's views are sometimes also called "Reconstructionism"; what is going to be "reconstructed" is American civil society, which presently guarantees a secular state and freedom of religion. This the Reconstructionists hope to replace. Rushdoony's son-in-law Gary North explicitly states that one of their first actions in power would be "to remove access to the franchise and to civil offices from those who refuse to become communicant members of Trinitarian churches". Goldberg observes that "This doesn't mean that nonbelievers will be forced to convert. They'll just have to learn their place."

*

Collectible card games have also been condemned, often by the same people who believe that RPGs are in some way "evil". Amy Dickinson's advice column, in *Newsday* of 2 May 2006, dealt with a letter from "Furious Stepmother" about her stepson, who came home from school with "a stack of Yu-Gi-Oh! cards which he traded for a \$50 PlayStation we bought for him." She went on to say that Yu-Gi-Oh! cards are "not allowed" in his school. Neither her complaint nor Dickinson's reply addressed the question of *why* these cards are forbidden by the school.

*

Another connection between RPGs and the Real World has just emerged with a new development from Entropia Universe, an online science-fiction game with about a quarter million players. (Seth Schiesel, *New York Times*) The game's internal currency is Project Entropia Dollars (PEDs, at 10 to a U. S. dollar), but Entropia Universe is introducing an ATM card that will enable players to withdraw PEDs as the equivalent in real-world money. Entropia Universe is published by MindArk of Göthenberg, Sweden.

*

Dan Brown's novel *The Da Vinci Code* has already excited opposition from Christians, particularly from Roman Catholics, and this can only intensify later this month when a film based on it is released. It is apparently feared that the Roman Catholic Church, which has survived persecution by Roman emperors, the Great Schism with the eastern churches, the later Western Schism when rival popes in Rome and Avignon excommunicated one another, the Protestant Reformation, religious freedom and other things condemned by Pope Pius IX in the *Syllabus of Errors*, the expropriation of the Papal States, and the artworks displayed in the Brooklyn Museum, will come crumbling down if people are exposed to Brown's preposterous assertions about a married Jesus who left descendants.

However, Christians are not in agreement about how to handle this alleged menace. Some demand boycotts of theaters showing this film, which will premiere at the Cannes Film Festival on 17 May. But others want people to see the film, under circumstances which will allow Christians to see it as a "teaching moment" or even "an opportunity for evangelism". Still others want people to specifically go to some other movie so that it will outdraw *The Da Vinci Code*. One film suggested is based on the comic strip *Over the Hedge*. (Its previews indicate that it contains "fart jokes".) "Legal actions" against the film, or even against the book, have been suggested, although no Christians are getting specific about just how this is to be done. Some Christians are trying to meet this alleged threat by countering it with home discussion groups, websites, pamphlets, or documentaries. They obviously know that demands for a boycott or suppression, whether or not they are successful, will only drive more people to read the book and see the movie. And Sony, the film's producer, has resolutely refused to add a "disclaimer" to the film.

THE GRAUSTARK DIRECTORY

Players in a current postal Diplomacy games are indicated by its Boardman Number, with the initial of the country being played, and with "S" indicating an active stand-by player. (E. g., "2006A-R" or "2002D-FS".) Paying subscribers will be indicated by the number of the issue with which the subscription expires. Other designations are:

T: trade copy

C: complimentary copy for a gamer

R: complimentary copy for a non-gamer interested in the mystery novel reviews

U: uncomplimentary copy

This directory is accurate to the date of 5 May 2006. Please let me know of any corrections or additions that need to be made, particularly if you want your nine-digit ZIP code, phone number, fax number, or e-mail address added to your listing. This is particularly important for electronic addresses, which seem to change more frequently than do postal addresses.

If you are already a Graustark subscriber when you decide to send in a game fee, then when the game begins, the number of issues you had coming when you joined will be added to your subscription once the game ends. After your name in the Directory will appear some such notation as "2004C-T+6".

Stephen Agar (T), 4 Cedar Gardens, Brighton BN1 6YD, ENGLAND; 01273-562430;

<stephen@stephenagar.com>

Hank Alme (2004C), 506 Paige Loop, Los Alamos, NM 87544; 503-672-0883;

<almehj@alummi.rice.edu>

Thom Anderson (R), #5-D, 10 Park Terrace East, New York, NY 10034

Ruth Berman (R), 2809 Drew Avenue South, Minneapolis, MN 55416-4209

John R. Biehl (2004C-R, 2006A-R), #8, 11530 84th Avenue, Delta, BC V4C 2M1, CANADA;

604-816-0460; <jrb@dccnet.com>.

Mark Blackman (C), Apt. 4A, 1745 E. 18th St., Brooklyn, NY 11229

Paul & Meg Bolduc (U), 203 Devon Court, Ft. Walton Beach, FL 32547-3110; 850-863-9081;

<prbolduc@aol.com>; <bolduc@eglin.af.com>

Anne Braude (R), 5313 W. Acapulco Lane, Glendale, AZ 85306-3416

Colin Bruce (2004C-T+6), 22 Alliance Court, Hills Avenue, Cambridge CB1 7XE, ENGLAND

Jim Burgess (2006A-I, T), 664 Smith St., Providence, RI 02908-4327; 401-351-0287;

<burgess@world.std.com>; web page <<http://devel.diplom.org/DipPouch/Postal/Zines/TAP/index.html>>

Allan B. Calhmer (C), 501 N. Stone, La Grange Park, IL 60525-5523

Paul Cardwell Jr. (C), 1127 Cedar, Bonham, TX 75418-2913; 903-583-9296

Columbia Games Inc. (C), P. O. Box 3457, Blaine, WA 98231

Jim Dapkus (779), W6575 Dakota Ave., Westfield, WI 53964

Jim Dunnigan (C), 328 W. 19th St., New York, NY 10011

Paul Evans (T), 180 Aylsham Dr., Ickenham, Uxbridge, Middlesex UB10 8UF, ENGLAND

Mark Fassio (U), 276 Yates Lane, Pendleton, KY 40055-7751

Sue Feder (R), Historical Mystery Appreciation Society, 3 Goucher Woods Court, Towson,

MD 21286; fax 410-847-9303; <monkshould@home.com>; <<http://members.home.net./monkshould>>

Mike Fisher (780), #2, 43 W. Manheim St., Philadelphia, PA 19144-2942

Timothy R. Haffey Sr. (T), 810 53rd Ave., Oakland, CA 94601; 510-536-3513;

<trhaffey@yahoo.com>

Chris Hassler (T), 2000 S. Armour Court, La Habra, CA 90631; 562-690-7827; fax 562-690-

7827; <chassler@adelphia.com>

Sharon Heap (C), 2876 NY Route 26 South, Vestal, NY 13856

Raymond & Faith Heuer (R), 2nd floor, 9 Beacon Terrace, Keansburg, NJ 07734-1914

Tom Howell (T), 365 Storm King Road, Port Angeles, WA 98363; 360-928-9698;

<off-the-shelf@olympus.net>

Harley Jordan (2006A-G), 109 Sunnyside Dr., Rochester, NY 14623; 585-475-9832

Susan Keaveny (R), 1030 Tyrus Court, North Merrick, NY 11566-1035

Paul Koch (2004C), 24920 Fairmount Dr., Dearborn, MI 48124; 313-274-6579

Timothy Lane (R), P. O. Box 37281, Louisville, KY 40233-7281

Robert Lesco (T), 49 Parkside Drive, Brampton, Ontario L6Y 2H1, CANADA; 905-452-6304;

<rlesco@yahoo.com>
 Andy Lischett (2002D-FS, T), 2402 Ridgeland Ave., Berwyn, IL 60402; 708-788-1507
 Rick Loomis (C), Flying Buffalo Inc., P. O. Box 1467, Scottsdale, AZ 85252
 Michael Lowrey (C), 6903 Kentucky Derby Drive, Charlotte, NC 28215-6507; 704-569-4269;
 <mlowrey@infionline.net>
 Joseph T. Major (C), 1409 Christy Ave., Louisville, KY 40204-2040
 Harry Manogg (C), Apt. 608, 108 Kilmarnock St., Boston, MA 02215
 Brad Martin (C), 160 Peninsula Road, Maylands 6051, Western Australia, AUSTRALIA;
 <Westfront@hotmail.com>
 Dan Mathias (2004C-G), 509 Bayview Drive, Lusby, MD 20657; 410-326-2568;
 <dcmathias@comcast.net>
 David Milliams (C), Paideia School, 1509 Ponce de Leon Ave., Atlanta, GA 30307
 Maggie Montgomery (R), Apt. 819, 325 W. 45th St., New York, NY 10036
 Brendan Mooney (2004C-I), 423 Lenox Ave., Westfield, NJ 07090; 908-654-0527;
 <bkmoooney@comcast.net>
 Michael Neal (2002D-RS, 780), #131-175, 4319 Medical Drive, San Antonio, TX 78229;
 210-789-2667. <MDNEAL79@hotmail.com>
 Albert A. Nofi (C), CNA Corp., Apt. 1605, 4825 Mark Center Drive, Alexandria, VA 22311;
 <anofi@aol.com>
 Keith Wm. Oschman (U), Riverside Christian School, Lost Creek, KY 41348
 Michael P. Quirk (2002D-GS, 2006A-T), Apt. 10, 2750 Brittany Terrace, Manhattan, KS
 66502; 785-587-0872
 Roberta Rogow (R), 1755-A Manor Drive, Irvington, NJ 07111
 Karl Schmit (2006A-F), 1509 O'Keefe Road, De Pere, WI 54115; 920-338-8402;
 <diplomacy@new.rr.com>
 Bruce Schneier (C), Counterpane Systems, 101 E. Minnehaha Parkway, Minneapolis, MN 55419
 Greg Stafford (C), Chaosium Inc., #423, 895 B Street, Hayward, CA 94541-5107; 510-583-
 1000; fax 510-583-1101
 Gary Tesser (R), #5-A, 2455 Haring St., Brooklyn, NY 11235
 Eric Verheiden (2002D-IS, 787), 1805 Vista del Oro, Fullerton, CA 92831-1331;
 <everheid@adelphia.net>
 Brenton Verploeg (799), 1980 Tigertail Rd., Coconut Grove, FL 33133
 Conrad von Metzke (C), 4374 Donald Ave., San Diego, CA 92117-3813; 858-270-8313;
 <metske@san.rr.com>
 Stephen T. Whitmore (C), 350 Old Paper Mill Road, Newark, DE 19711; 302-368-1127
 Fred Wiedemeyer (2002D-ES, 2004C-F, 2006A-E), Box 92010, Meadowbrook RPO, Edmonton,
 Alberta T6T 1N1, CANADA; 780-465-6432; cell 780-497-8283; <wiedem@planet.eon.net>
 Don Williams (2006A-A), 27505 Artine Dr., Saugus, CA 91350-2193; 661-297-3947;
 <dwilliams@fontana.org>
 W. Andrew York (777), P. O. Box 201117, Austin, TX 78720-1117; <wandrew@compuserve.com>

2004C

"Winter 1906"

At the end of "Fall 1906", Greece was an Italian rather than a Turkish supply center. Therefore Turkey has two builds, and Italy has no removal. The players were informed.

GERMANY (Mathias): Builds A Ber.
 RUSSIA (Biehl): Removes A Gal & A Ukr.

TURKEY (Bruce): Builds A Con & F Smy.

The deadline for "Spring 1907" moves is NOON, FRIDAY 2 JUNE 2006.

BERLIN (API): "...In related news, The Kaiser has once again moved His court to Munich. The local palace staff will now receive a much-deserved break, and the city will enjoy some peace and quiet."

MUNICH MUCKRAKER: The Kaiser was heard shouting with glee in the throne room today: "New English desserts!!! Wonderful!" There are reports that additional desserts are rumored to be hidden in western and central Russia. The Czar has repeatedly denied possessing any unshared dessert recipes, but undercover reporters tell us about hidden stockpiles of massive dessert-making supplies. "Go forth and find those Vessels of Mass Digestion" the Kaiser said as he wolfed down another mouthful.

PLAYING WITH BLOCS

ENGLAND (Wiedemeyer): A Ukr-Sev; A St.P, F Bar, F Nwy, F Nrg, & F Lon hold.

FRANCE (Lischett): A Tyr S GERMAN A Gal-Vie; A Tus-Ven; F Ven-Adr; A Pie S A Tyr; F Apu S F Ven-Adr; A Rom S A Tus-Ven; F Nap & F Tyr S F Tun-Ion; F Tun-Ion; A Par holds.

GERMANY (Quirk): A Ber-Sil; F Bal S F Bot; F Bot S F Bal; A Sil-Boh; A Mun S A Sil-Boh; A Gal-Vie; A War S A Ber-Sil.

ITALY (Verheiden): F Gre S RUSSIAN F Ion; F Adr S RUSSIAN F Ion; A Tri & A Bud S RUSSIAN A Vie.

RUSSIA (Neal): A Sev-Ukr; A Rum S A Sev-Ukr; F Ion S ITALIAN F Adr; F Aeg S F Ion; A Boh-Gal; A Vie S A Boh-Gal; A Alb-Ser.

Underlined moves are not possible. The German A Gal is dislodged and annihilated. Italy retreats F Adr-Alb and England retreats A Ukr-Mos. The deadline for "Fall 1911" orders is NOON, FRIDAY 2 JUNE 2006. The votes, on a draw and on a concession to France, fail of the necessary unanimity and are again submitted to the players. Players are reminded that the rules of Diplomacy require that a draw, if voted, must be among all the players still in the game. All proposals and votes on draws are interpreted in this sense.

WHEN DO YOU EXPIRE?

The subscriptions of the following readers expire with the indicated issue of Graustark. This information is valid to the date of 4 May 2006. See p. 6 for information about extending your subscription or joining a new game.

777 - W. Andrew York

780 - Mike Fisher

787 - Eric Verheiden

779 - Jim Dapkus

780 - Michael Neal

799 - Brenton Verploeg

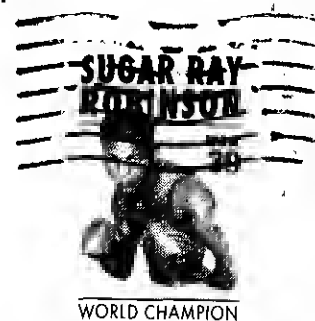
DUNGEONS & CHRISTIANS (continued from p. 9)

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In the May CAR-PGa Newsletter is a fascinatingly brief item from Patrice Mermoud about an online item on <www.freemarketnews.com/Analysis/27/4621/2006-04-24.asp0?wid=27&nid+4621> entitled "Neocons: the Dungeons & Dragons warriors", in which an "Anarchist online newspaper attempts to attack neocons but libels RPG instead." This sounds like an opportunity to find out who is nuttier - anarchists or neo-conservatives.

GRAUSTARK #775

John Boardman
234 East 19th Street
Brooklyn, NY 11226-5302



- () - You may be interested
in an item on p. ____.
- () - Sample copy.

FIRST CLASS MAIL

Timothy R. Haffey Sr.
810 53rd Ave.
Oakland, CA

94601

JONATHAN TASINI (D)
for U. S. Senator from New York